Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Exploravision Round 1 Paper Rubric

1. Present Technology \_\_\_\_\_\_\_/10
2. History \_\_\_\_\_\_\_/10
3. Future technology \_\_\_\_\_\_\_/20
4. Breakthroughs-including an investigation that could be carried \_\_\_\_\_\_\_/15

out to test your project

1. Design Process-describe three alternative ideas you considered \_\_\_\_\_\_\_/10

in your prototype design, but later rejected

1. Consequences-include both positive and negative consequences \_\_\_\_\_\_\_/10
2. Bibliography \_\_\_\_\_\_\_/5
3. Abstract \_\_\_\_\_\_\_/10
4. Organization and Creativity \_\_\_\_\_\_\_/10

**Total: \_\_\_\_\_\_\_/100**